

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 1. (Currently amended) A method for using visual effects within a
2 three-dimensional (3D) display environment to indicate a usage context of a
3 computational resource, wherein the computational resource is represented by a
4 3D object in the 3D display environment, the method comprising:
5 determining the usage context of the computational resource;
6 determining visual effects corresponding to the usage context to be applied
7 to the 3D object which represents the computational resource; and
8 applying the visual effects to the 3D object so that the usage context of the
9 corresponding computational resource can be determined by viewing the 3D
10 | object within the 3D display environment, and wherein the visual effects for the
11 | 3D object change over time, thereby indicating aging of the associated
12 | computational resource.

1 2. (Original) The method of claim 1, wherein the computational
2 resource can include one of:
3 a file;
4 a folder; and
5 an application.

1 3. (Original) The method of claim 1, wherein the usage context of the
2 computational resource can specify:

3 a time at which the computational resource was created;
4 a last time the computational resource was accessed;
5 a frequency of usage of the computational resource;
6 an owner of the computational resource;
7 a location of the computational resource within the 3D display
8 environment; and
9 a group membership of the computational resource.

1 4. (Original) The method of claim 1, wherein the visual effects can
2 include:
3 a location of the 3D object;
4 an orientation of the 3D object;
5 a color of the 3D object;
6 a texture of the 3D object;
7 a surface pattern on the 3D object;
8 a bump map for the 3D object;
9 a size of the 3D object;
10 lighting for the 3D object;
11 transparency of the 3D object;
12 reflectiveness of the 3D object; and
13 simulated degradation of the 3D object.

1 5. (Original) The method of claim 1, further comprising:
2 receiving input from a user to alter visual effects for the 3D object; and
3 in response to the input, altering visual effects for the 3D object.

1 6. (Cancelled)

1 7. (Original) The method of claim 1, wherein the visual effects are
2 applied to a group of 3D objects whose associated computational resources have a
3 similar usage context to the computational resource associated with the 3D object.

1 8. (Original) The method of claim 7, wherein applying the visual
2 effects to the group of 3D objects involves highlighting the group of 3D objects by
3 using a scoped spotlight within the 3D display environment.

1 9. (Original) The method of claim 7, wherein applying the visual
2 effects to the group of 3D objects involves orienting the group of 3D objects such
3 that the surfaces of the 3D objects have the same angle.

1 10. (Original) The method of claim 1, wherein applying the visual
2 effects involves applying a view direction within the 3D display environment to
3 make visible a subset of 3D objects in the 3D display environment which
4 constitute a workspace.

1 11. (Original) The method of claim 1, wherein applying the visual
2 effects involves changing a lighting position and corresponding shadows cast by
3 the 3D object to indicate time of day.

1 12. (Original) The method of claim 1, wherein applying the visual
2 effects involves changing a fog parameter within the 3D display environment to
3 indicate morning fog.

1 13. (Original) The method of claim 1, wherein applying the visual
2 effects involves changing a background color of the 3D display environment,
3 wherein the background color is reflected by the 3D object.

1 14. (Currently amended) A computer-readable storage medium storing
2 instructions that when executed by a computer cause the computer to perform a
3 method for using visual effects within a three-dimensional (3D) display
4 environment to indicate a usage context of a computational resource, wherein the
5 computational resource is represented by a 3D object in the 3D display
6 environment, the method comprising:
7 determining the usage context of the computational resource;
8 determining visual effects corresponding to the usage context to be applied
9 to the 3D object which represents the computational resource; and
10 applying the visual effects to the 3D object so that the usage context of the
11 corresponding computational resource can be determined by viewing the 3D
12 object within the 3D display environment, and wherein the visual effects for the
13 3D object change over time, thereby indicating aging of the associated
14 computational resource.

1 15. (Original) The computer-readable storage medium of claim 14,
2 wherein the computational resource can include one of:
3 a file;
4 a folder; and
5 an application.

1 16. (Original) The computer-readable storage medium of claim 14,
2 wherein the usage context of the computational resource can specify:
3 a time at which the computational resource was created;
4 a last time the computational resource was accessed;
5 a frequency of usage of the computational resource;
6 an owner of the computational resource;

7 a location of the computational resource within the 3D display
8 environment; and
9 a group membership of the computational resource.

1 17. (Original) The computer-readable storage medium of claim 14,
2 wherein the visual effects can include:
3 a location of the 3D object;
4 an orientation of the 3D object;
5 a color of the 3D object;
6 a texture of the 3D object;
7 a surface pattern on the 3D object;
8 a bump map for the 3D object;
9 a size of the 3D object;
10 lighting for the 3D object;
11 transparency of the 3D object;
12 reflectiveness of the 3D object; and
13 simulated degradation of the 3D object.

1 18. (Original) The computer-readable storage medium of claim 14,
2 wherein the method further comprises:
3 receiving input from a user to alter visual effects for the 3D object; and
4 in response to the input, altering visual effects for the 3D object.

1 19. (Cancelled)

1 20. (Original) The computer-readable storage medium of claim 14,
2 wherein the visual effects are applied to a group of 3D objects whose associated

3 computational resources have a similar usage context to the computational
4 resource associated with the 3D object.

1 21. (Original) The computer-readable storage medium of claim 20,
2 wherein applying the visual effects to the group of 3D objects involves
3 highlighting the group of 3D objects by using a scoped spotlight within the 3D
4 display environment.

1 22. (Original) The computer-readable storage medium of claim 20,
2 wherein applying the visual effects to the group of 3D objects involves orienting
3 the group of 3D objects such that the surfaces of the 3D objects have the same
4 angle.

1 23. (Original) The computer-readable storage medium of claim 14,
2 wherein applying the visual effects involves applying a view direction within the
3 3D display environment to make visible a subset of 3D objects in the 3D display
4 environment which constitute a workspace.

1 24. (Original) The computer-readable storage medium of claim 14,
2 wherein applying the visual effects involves changing a lighting position and
3 corresponding shadows cast by the 3D object to indicate time of day.

1 25. (Original) The computer-readable storage medium of claim 14,
2 wherein applying the visual effects involves changing a fog parameter within the
3 3D display environment to indicate morning fog.

1 26. (Original) The computer-readable storage medium of claim 14,
2 wherein applying the visual effects involves changing a background color of the

3 3D display environment, wherein the background color is reflected by the 3D
4 object.

1 27. (Currently amended) An apparatus for using visual effects within a
2 three-dimensional (3D) display environment to indicate a usage context of a
3 computational resource, wherein the computational resource is represented by a
4 3D object in the 3D display environment, the method comprising:
5 a usage mechanism configured to determine the usage context of the
6 computational resource;
7 a determination mechanism configured to determine visual effects
8 corresponding to the usage context to be applied to the 3D object which represents
9 the computational resource; and
10 a visual effects mechanism configured to apply the visual effects to the 3D
11 object so that the usage context of the corresponding computational resource can
12 be determined by viewing the 3D object within the 3D display environment, and
13 wherein the visual effects for the 3D object change over time, thereby indicating
14 aging of the associated computational resource.

1 28. (Original) The apparatus of claim 27, wherein the computational
2 resource can include one of:
3 a file;
4 a folder; and
5 an application.

1 29. (Original) The apparatus of claim 27, wherein the usage context of
2 the computational resource can specify:
3 a time at which the computational resource was created;
4 a last time the computational resource was accessed;

5 a frequency of usage of the computational resource;
6 an owner of the computational resource;
7 a location of the computational resource within the 3D display
8 environment; and
9 a group membership of the computational resource.

1 30. (Original) The apparatus of claim 27, wherein the visual effects can
2 include:
3 a location of the 3D object;
4 an orientation of the 3D object;
5 a color of the 3D object;
6 a texture of the 3D object;
7 a surface pattern on the 3D object;
8 a bump map for the 3D object;
9 a size of the 3D object;
10 lighting for the 3D object;
11 transparency of the 3D object;
12 reflectiveness of the 3D object; and
13 simulated degradation of the 3D object.

1 31. (Original) The apparatus of claim 27, further comprising a
2 receiving mechanism configured to receive input from a user to alter visual effects
3 for the 3D object, wherein the visual effects mechanism is further configured to
4 alter visual effects for the 3D object in response to the input.

1 32. (Cancelled)

1 33. (Original) The apparatus of claim 27, wherein the visual effects
2 mechanism is further configured to apply the visual effects to a group of 3D
3 objects whose associated computational resources have a similar usage context to
4 the computational resource associated with the 3D object.

1 34. (Original) The apparatus of claim 33, wherein the visual effects
2 mechanism is further configured to highlight the group of 3D objects by using a
3 scoped spotlight within the 3D display environment.

1 35. (Original) The apparatus of claim 33, wherein the visual effects
2 mechanism is further configured to orient the group of 3D objects such that the
3 surfaces of the 3D objects have the same angle.

1 36. (Original) The apparatus of claim 27, wherein the visual effects
2 mechanism is further configured to apply a view direction within the 3D display
3 environment to make visible a subset of 3D objects in the 3D display environment
4 which constitute a workspace.

1 37. (Original) The apparatus of claim 27, wherein the visual effects
2 mechanism is further configured to change a lighting position and corresponding
3 shadows cast by the 3D object to indicate time of day.

1 38. (Original) The apparatus of claim 27, wherein the visual effects
2 mechanism is further configured to change a fog parameter within the 3D display
3 environment to indicate morning fog.

1 39. (Original) The apparatus of claim 27, wherein the visual effects
2 mechanism is further configured to change a background color of the 3D display
3 environment, wherein the background color is reflected by the 3D object.